

INSTRUCTIONS FOR
TANK/PLANE BATTLE
CARTRIDGE

Cartridge compatible with Acetronic, Radofin &
Prinztronic Microprocessor Systems.

This cartridge contains game programs for 26 variations of Tank and Airplane Battle games. All these are two player games and the first player to score 15 points is the winner.

Game Play

Insert this cartridge into your Microprocessor video system and switch on the Game Console and your TV. The Game Console must be connected to the TV according to the instructions enclosed with the Game Console.

Press **LOAD PROGRAMME** (or on some models "RESET") key twice and Game 1 will be displayed on the TV screen.

Use the Game Select Key to choose the game you desire, then press Start and you are ready to play.

The Tanks and Airplanes are controlled by the joysticks as follows :-



Press either of the red Fire buttons on the Hand Controls to fire. Each hit scores one point and the game is over when one player's score reaches 15. Press the Start key to begin a new game.

Game Versions

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| 1-4 | Tank Battle with various backgrounds. |
| 5-6 | Tank Battle with minefields. Driving into a minefield will result in a tank explosion and score one point for other player. |
| 7-8 | Tank Battles with rebounding shells. |
| 9-14 | Night Battle Versions — Tanks will only be seen when firing or a hit is scored. |
| 15 | Tank Battle with short range shells. |
| 16 | Night Battle with short range shells. |
| 17 | Air Battle with clouded sky. |
| 18 | Air Battle with two-plane formations. |
| 19-20 | Air Battle with different backgrounds. |
| 21 | Air Battle with short range missiles. |
| 22-26 | Supersonic Air Battle games — Air battle versions as above with higher speed jet planes. |

Note that in all the games a collision between the tanks or airplanes will result in both sides being returned to the starting position.

After 15 points are scored by one player you must press Start to begin a new game.

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